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MART 325.50: Introduction to Animation

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Media Arts 325
Introduction to Animation
3 Credits
Fall 2021
The University of Montana, Missoula
Online Class

Professor: Greg Twigg
Office Hours: T W R from 11am-12pm
In-Person at McGill 231
ZOOM-in @ https://umontana.zoom.us/j/95096565656
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COURSE DESCRIPTION
This course provides an introduction to the basic practices of animation, with emphasis on concept, planning of action, and sequencing of images. Basic production techniques, project planning, linear and non-linear narrative, and the integration of various styles of animation are fundamental components of this course.

This course is for the student interested in beginning to use animation as an expressive and communicative art form. Aesthetic, technical, historical and conceptual issues will be addressed through lectures, demonstrations, exercises, projects, and readings. Students are evaluated based on their contribution to the class discussions, critiques, and technical proficiency with various media.

This is a course that emphasizes the integration of aesthetic and technical issues related to animation. Students will be evaluated in these areas and are expected to acquire proficiency to create and produce a basic animation.

This class will be mostly rooted in the analog world. Today's technological tools can help the creative process come too easy at times, causing the artist to miss out on some critical moments and ideas. It is critical that the student gets a solid foundation in the principals of animation by making most of the magic happen with his/her own hands. Students will use the computer for image-capture, audio and sound effects, editing and rendering final movies.

Students will view and critique a variety of animations and will participate in the process of animation through in-class workshops and demos. Each student will create four small exercise-based projects and one final animation.

OBJECTIVES
Students will demonstrate understanding of the following principles and techniques through studio assignments:

• Imaging Concepts and Terminology

Motion aesthetics
Duration
Pacing/Tempo
Sequence
The Narrative/Storyline
Temporal Relationship

• Application of software for still image/time based media and animation
• Project Development

TOPICS
• An introduction to historical references, background, and contemporary concepts of animation
• Flip book animation
• Stop motion animation
• Digital animation methods
• Framing & Composition
• Basic Lighting
• Professional Production Techniques (sizing for output, video and audio capture, photo import and animation of still images)

GRADING
Philosophy

It is a common misconception that teachers assign grades when in reality it is the student who earns the grade. You are responsible for the effort put into each project therefore you assign your own grade. The purpose of grading, from a teachers perspective, is to clearly and accurately pinpoint the strengths and weaknesses of your progress.

Evaluation

Your overall grade will be based on your understanding of the information and ideas discussed, your formal, technical, and conceptual progress as demonstrated in projects, your participation in class discussions, and professionalism during the course.

Grades will be based on the following formula:

Project 1 will account for 30%
Project 2 will account for 30%
Project 3 will account for 30%
Final Exam will account for 10%

Each project will be graded on the application of technique and conceptual principles to the creative work, the organization of the production process, participation, technical proficiency

with the various software applications, their aesthetic application, problem solving, project presentation and the ability to meet deadlines. The exercises/projects and descriptions are listed in the Moodle calendar.

Grading Scale

Points (decimals will be rounded to the nearest whole number) will translate into the following letter grade:

A   95-100
A-   90-94
B+   86-89
B   83-85
B-   80-82
C+   76-79
C   73-75
C-   70-72
D   60-69
F   0-59

There will be a total of 100 points for the course, making it easy to track the progress of your grade. Check your grade regularly throughout the semester. Please keep in mind that your grade will be represented as a number of points, not a percentage.

Late Submission Policy
IMPORTANT / LATE WORK: Projects handed in after the due date and time will have points deducted from the assignment. Those that are uploaded late, but within one day of the due date will automatically lose 1 point. For those uploaded after that, the number of deducted points will be at the discretion of the instructor.

Sensitive Subject Matter & Censorship
This course operates under a no-censorship policy, and you should feel free to experiment with challenging topics in your projects. That said - if you submit work with violent or sexually explicit themes, containing hate speech, racial slurs or other sensitive subject matter, I might contact you to request more background information on your choices.

Online etiquette
You are expected to conduct yourself with proper respect for the online classroom environment. Disruptive behavior will not be tolerated. Be respectful of your peers and instructors.

Disability Services for Students
The University of Montana assures equal access to instruction through collaboration between students with disabilities, instructors, and Disability Services for Students. If you think you may

have a disability adversely affecting your academic performance, and you have not already registered with Disability Services, please contact Disability Services in Lommasson Center 154 or 406.243.2243. We will work with you and Disability Services to provide an appropriate modification. If you are registered with DSS, please send an email at the beginning of the course with your paperwork attached.

Accessibility
We are currently in the process of transitioning the course to increase accessibility for all students. Please be in touch if you have any questions or would like to speak about accessibility concerns. We're happy to work with you and provide reasonable accommodations.

Incompletes
Students are responsible for completing the required coursework within the time frame of the semester. Students are NOT entitled to an Incomplete grade if the coursework is not completed. Incomplete grades are only given in cases of utmost emergency and are only assigned at the discretion of the instructor.

THIS COURSE SYLLABUS IS SUBJECT TO CHANGE AT THE DISCRETION OF THE INSTRUCTOR.

Academic Misconduct and Student Conduct Code
All students must practice academic honesty. Academic misconduct is subject to an academic penalty by the course instructor and/or disciplinary sanction by the University. All students need to be familiar with the Student Conduct Code. The code is available online at http://www.umt.edu/student-affairs/Dean%20of%20Students/default.php